

FIG. 1

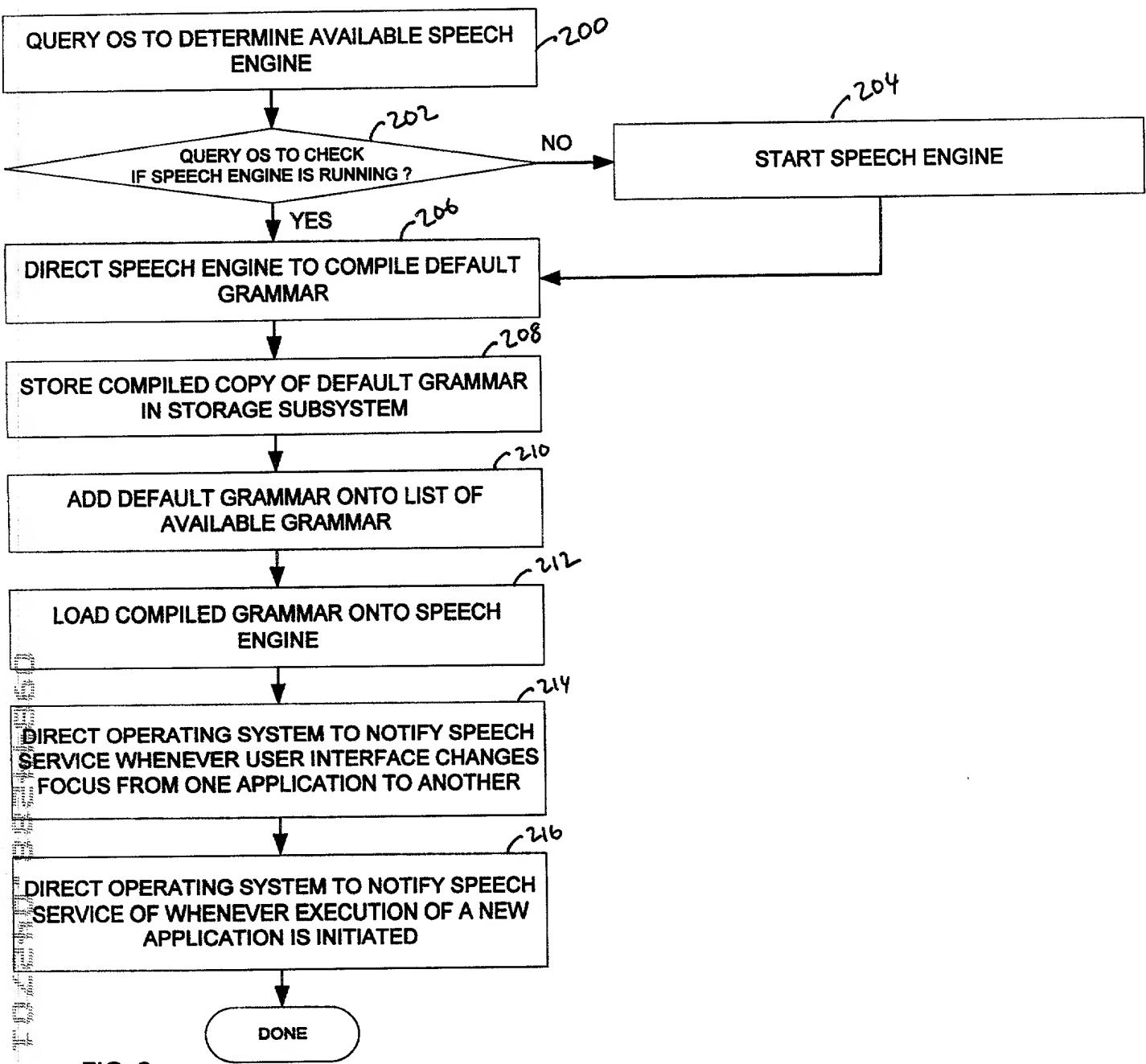


FIG. 2

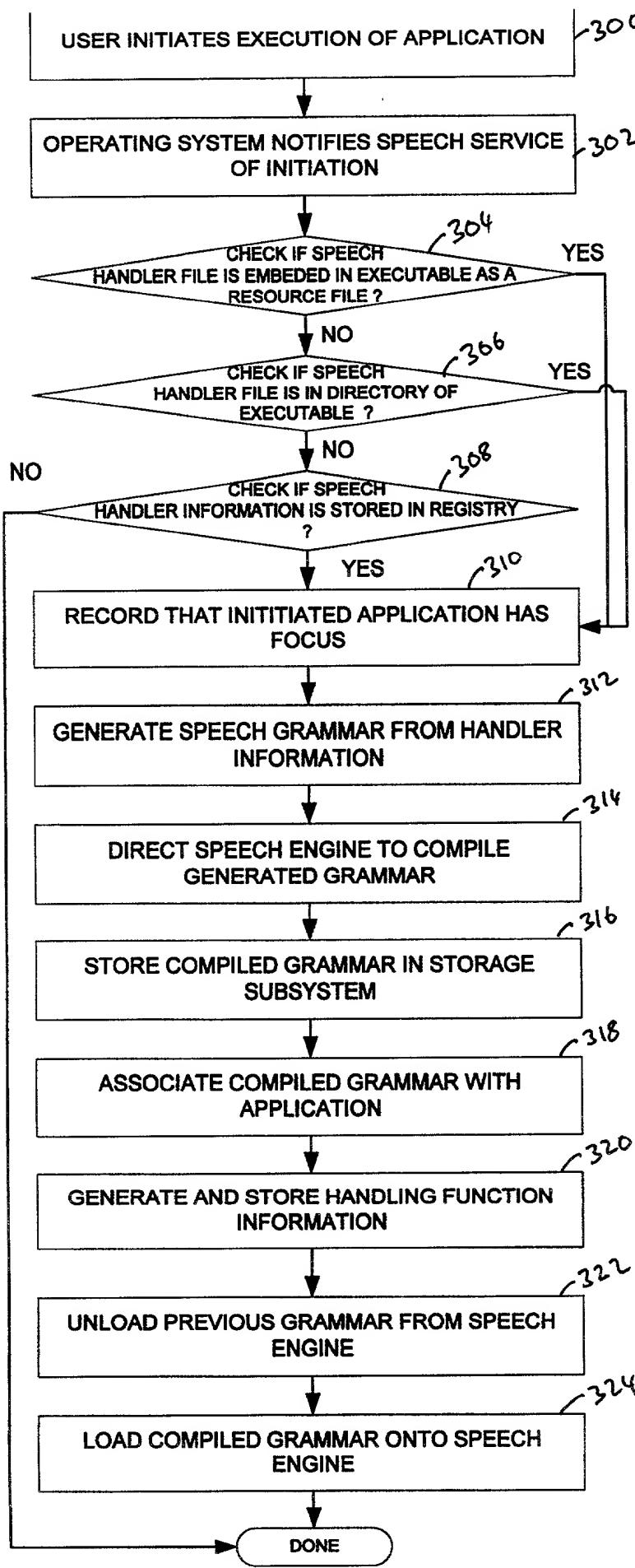


FIG. 3

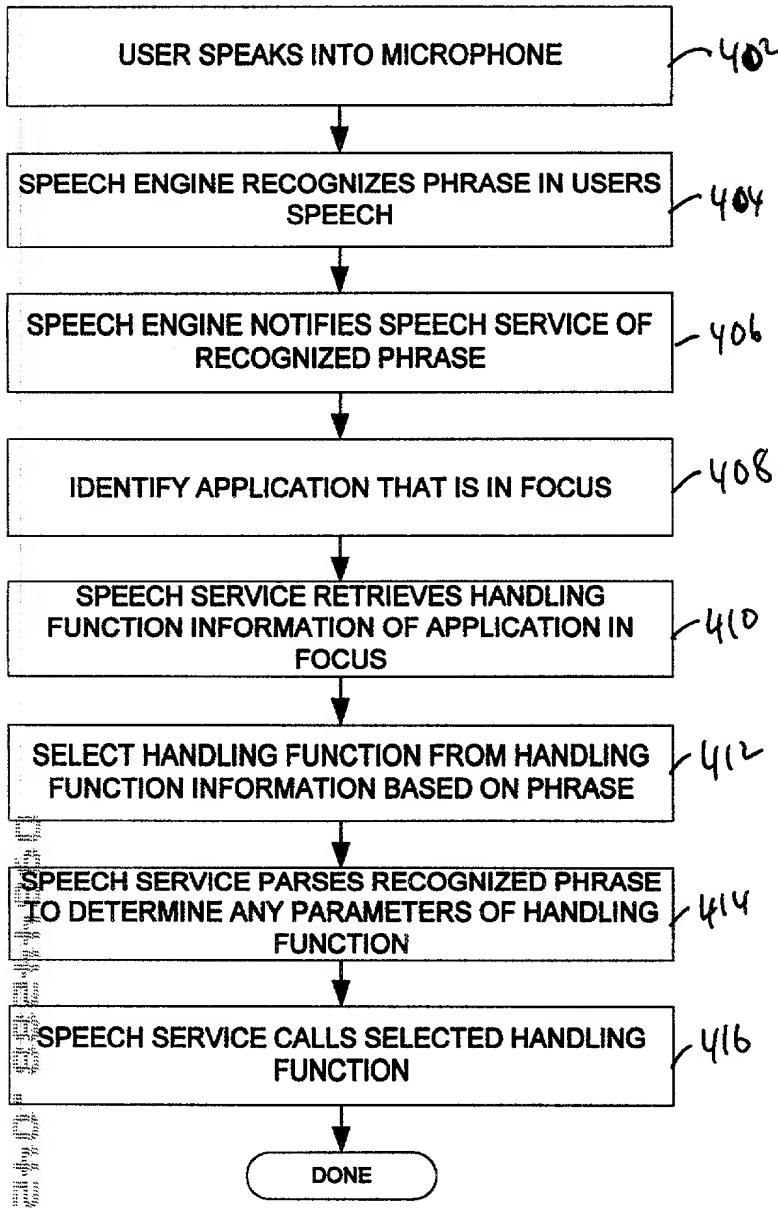


FIG. 4

Handling function	Phrase	
int jump(void)	jump	92a
int sendmail(char *recipient)	Sendmail to * "recipient"	92b
int kick(char *person, char *bodypart)	Kick * "person" in * "bodypart"	92c

FIG. 5

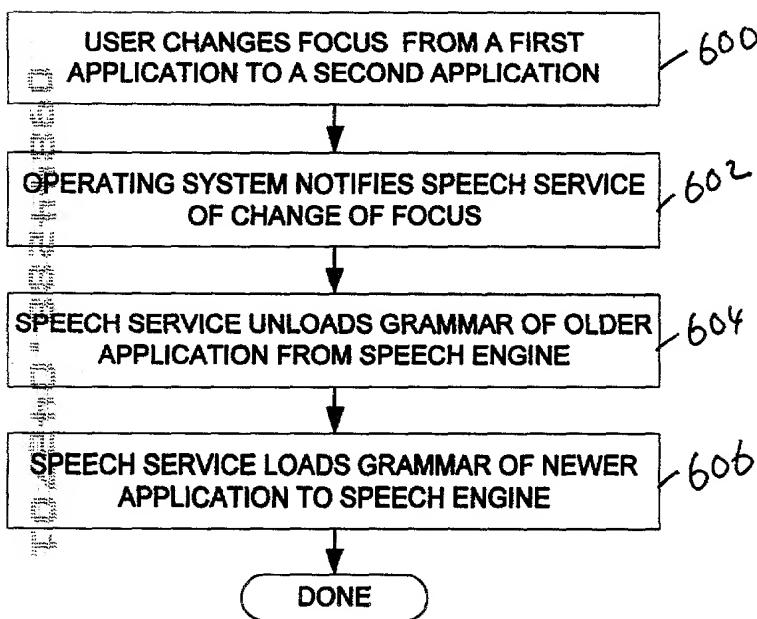


FIG. 6